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TIFFANY STAR

An Official
HIWG Publication

STAFF: Mike Mikesh and Ed Edwards.

TIFFANY STAR is a monthly amateur periodical published in support of the History of the Imperium Working Group (HIWG). The activities of HIWG are devoted to the development of the setting for Game Designers' Workshop's (GDW) science fiction role playing game of the far future, TRAVELLER. TRAVELLER is the registered trademark of GDW and is used with permission only. Portions of this periodical are derived from other TRAVELLER materials published by GDW or Digest Group Publications and are the copyright of the

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TIFFANY STAR is available to History of the Imperium Working Group members at the single issue price of \$1.00. Members automatically receive subscriptions upon the payment of dues. Annual dues for HIWG membership are \$12.00 and are payable to Ed Edwards, HIWG, 1410 E. Boyd, Norman OK 73071. Stamps accepted.

Articles in specific format and illustrations are welcome. Send mail to Mike Mikesh, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.

THUNDER FROM ABOVE

by Marc W. Miller

10/30/89

Here is the latest news from GDW.

The MegaTraveller computer game (from Paragon Software of Greenburg, Pennsylvania) draws nearer to its scheduled publication in April, 1990. This IBM PC based game titled *The Zhodani Conspiracy* is situated in the Spinward Marches and is a graphics and text-based role-playing scenario.

Tevex Software is planning computer version of both *A House Divided* (American Civil War game) and *Imperium* (the classic GDW science-fiction boardgame). Substantial progress has already been made on both titles.

Kemmai Corporation is discussing a network-based Traveller on-line game for play on GENIE or CompuServe.

Traveller has its own category on GENIE with dozens of messages begin posted daily. In addition, GENIE is the discussion method of choice for HIWG—the History of the Imperium Working Group—which actively discusses the history and future of the Imperium.

Traveller has just appeared in Spanish, published by Desenlos Orbitales of Barcelona.

Traveller is published in Japan by Hobby Japan.

GDW is currently in discussion with a software house for computer versions of Dark Nebula and Sky galleons of Mars.

The computer role-playing version of Space:1889 was not only approved and budgeted, but scheduled for a GenCon 1990 release through a major computer game company. Unfortunately, the company then abruptly cancelled its 1990 schedule due to the source computer game market. They decided that anything not intended for Nintendo will not sell well enough for their needs.

1990 HIWG Goals

Marc Miller, Traveller Guru: to increase GDW's MegaTraveller publication schedule for 1990 from 2 products to 3 products.

Marc W. Miller

WHAT IN THE STARS

by Mike Mikesh

I called Michelle Sturgeon at Challenge on 11/22 about the status of "Shattered Imperium". Somehow, the column proposal never reached her other than indirectly through Marc Miller. (Thanks, Marc.) A reprint is on the way, so with luck, we'll know something concrete by TS814.

No Traveller Fan Forum this time, although I compiled your input about the Aslan into a letter and sent it to DGP. However, Joe Fugate would prefer to hear directly from readers when it comes to Digest. The Survey Sweepstakes was meant to encourage direct feedback.

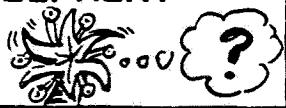
There will be additional information about the Aslan in Digest #18, and hopefully Traveller Fan Forum will be in TS814 (subject to space). More submissions about the Rebellion setting are welcome.





HIWG CHAIRSOPHONT LETTER

by Ed Edwards



Dear Fellow TRAVELLER:

11/18/89

Now announcing the HIWG office of: QUADRANT EDITOR
Charted space is divided (for HIWGian purposes) into four quadrants:

- Quadrant 1 Vland Domain and all sectors spinward and coreward of it.
- Quadrant 2 Sylea Domain and all sectors coreward and trailing of it.
- Quadrant 3 Illeish Domain and all sectors spinward and rimward of it.
- Quadrant 4 Sol Domain and all sectors rimward and trailing of it.

The duties of the Quadrant Editors are:

- 1) maintain the HIWG structure (i.e. Faction analysts & Sector analysts) within their Quadrant (Ed will appoint and unappoint Quadrant Editors)
- 2) maintain and distribute HIWG Docs within their Quadrant (Ed will do this for general subject Docs)
- 3) Deconflict within the Quadrant.

- Quadrant Editors -

Title	Abbrev	Person	SEnior POC
Quadrant I Editor	Q1E	Clay Bush	B.BORICH
Quadrant II Editor	Q2E	Mike Mikesh	M.MIKESH
Quadrant III Editor	Q3E	James Holden	J.HOLDEN2
Quadrant IV Editor	Q4E	Geo Belinas	E.EDWARDS

Geo will assume his duties as Q4E the third week in February 1990. Until then, Ed Edwards will act as Q4E. The rational for this move is longer than my space in TS13. Primarily the QE reorganization is in response to the HIWG needs I perceive. The overwhelming response of HIWGers in desire to add details to the TRAVELLER setting is the main driver. Keep those HIWG Documents coming - but now send them to your quadrant's QE instead of Ed. Maybe now most folks will get their letters answered in a reasonable time?

Faction analysts should report to the quadrant containing their capital: for example, the Lucan Faction contains territory in all four quadrants, but the capital: Capital, Core, is in Q2. So, Docs about Lucan can be ordered from (and new ones sent to) Mike Mikesh, the Q2E.

When you order HIWG Docs be sure to send your order to the proper QE. Orders for general docs still go to Ed. Issues of TS1-9 are still \$2.00 each; issues of TS10+ are \$1 each. Orders of mixed quadrants to Ed will be processed (though you will get several packages from the several QEs).

When you write a new HIWG Document, send copies to as many as you can afford from the following list (which is in priority order): 1) QE for your quadrant (or Ed if a general item), 2) Bryan Borich (he is collecting things on disk - see TS12), 3) Ed, 4) neighboring sectors or factions with whom you would like to coordinate, 5) all HIWGers. //NOTE: You got to stop somewhere. The bottom line is how much you can spend.//

There are a couple of exceptions to the QE system: the Vland Domain and the Deneb Domain. Marc Miller of GDW has reserved the Deneb Domain exclusively to himself. The Vland Domain has been allocated to HIWG UK. However, U.S. distribution of Vland Domain Docs is in the hands of Clay Bush; David Lai, Chief of HIWG UK is the exclusive distributor in the UK for all HIWG Docs.

Key HIWG Addresses

Addresses of Mike Mikesh and Ed Edwards are on the front of TS. Other key QE addresses are:
Clayton R. Bush; P.O. Box 85; Crowley, CO; B1033
James A. Holden; 923 Clint Smith; Ducanville, TX; 75137
Mark "Geo" Belinas; 102 Akron Court; Ladson, SC; 29456
David Lai; 9 Fieldhead Close; Market Harborough; Leics. LE16 9DZ; ENGLAND

HIWG Goals '90

Besides Marc Miller's goals (see front), I've also received '90 Goals from a couple dozen other HIWGers. But there are now over 100 HIWGers! Come on folks - where are your HIWG Goals for 1990? Strange that I ask for ONE SENTENCE from a group that is half professional writers (and the other half wish they were) and I have to beat the sentence out of you?

New HIWG Appointments

James Silly	Ley Sector Analyst
David Redding	Glimmerdrift Reaches Sector Analyst
Dennis Meyers	Margaret Faction Analyst
Rob Prior	Gvurrdon Sector Analyst
Chuck Kallenbach	Vanguard Reaches Sector Analyst

Newest HIWGers are:

- 129 Dennis Meyers of Virginia
- 130 Chuck Kallenbach II of Missouri
- 131 Ross Radatike of British Columbia
- 132 Thomas J. Hendrich of Kansas
- 133 Fred Schiff of New York

Six Questions

In TS10 I noted six items which I still intend to address in future issues of HCL. Most of these were posed as questions. I have an idea what I intend to say when I answer the questions. Several HIWGers have written me with their answers to the questions. You feel free to do likewise.

MEBA Good TRAVELLERING!!!!

NEW HIWG DOCUMENTS

Order Number: HD-126.01 MEGATRAVELLER Referees' Exchange
6 pages Rob Prior exchanges or distributes at cost a variety of aids for the MT Referee. Available only in MAC Disk format is several useful software programs. Available both in MAC Disk format or paper is data for Starships, Vehicles, Worlds, and Art. This document tells what is available and how to get it.

Order Number: HD-0530 HIWG Membership Directory (HMD)
6 pages compiled by Clay Bush, printed by Bryan Borich. Most recent version of the HMD, addresses of all active HIWGers thru #129. Detailed information about dozens of HIWGers. NOTE: it is my intention to mail each HIWGer a copy of HMD in Jan 90.

Order Number: HD-129.01 An Essay on the Fluid-Dynamic Theory of Jumpspace. Written by Dennis Myers. An alternative discussion of Jumpspace includes postulations about trans J-6 drives and the Flickerjump Drive.

Order Number: HD-129.02 A Proposal for Solomani Reform
2 pages Written by Dennis Myers. "It is the opinion of the author that the Solomani are the original faction, as far as civil wars go, and should be published in as much detail as the rest of the Imperium." This was written prior to the Aslan Revelation.

Imperial Bulletin 3

Computer Traveller

Traveller has always been eminently suitable to computerization. The game systems were established on a rational basis which could be visualized in computer terms, and over the years, many players have become interested in transferring the information or the game systems from Traveller to computer.

Over the years, GDW has tried to interest a number of computer game companies in the merits of Traveller as the basis for a computer game, but generally could show no progress. The success of SSI's AD&D computer games made more companies look into licensed role-playing computer games. Consequently, in early 1988, Paragon Software (an established software company distributing its games as an Electronic Arts affiliate) independently learned of Traveller and approached GDW about licensing potential. In mid-1988, a license was signed for them to produce one or more Traveller computer games for the IBM PC and Amiga.

The first step was to generate a basic game system driver which would handle character generation, space combat, ground combat, personal interaction, trade, travel, and myriad other aspects of Traveller. Simultaneously, a game plot was devised that would show off these many interesting aspects of Traveller. The first game is tentatively titled MegaTraveller: The Zhodani Conspiracy. It is set in the Spinward Marches and includes such well-known worlds as Efate and Regina. Additional games with new plots but using the same basic driver were planned as well.

In late 1988, Paragon discontinued its relationship with Electronic Arts and became instead a MicroProse affiliate. MicroProse has on its staff several Traveller players, which made this move a positive one for the project. Subsequent cash flow problems occasioned by the switch forced temporary staff layoffs until sales of their licensed Marvel Comics computer games could have their effect. In July 1989, the Traveller design staff was recalled and the project re-established. Paragon has seen positive responses to Traveller at several computer shows. MicroProse has provided encouragement as well.

MegaTraveller: The Zhodani Conspiracy is scheduled for release by Paragon in the first half of 1990.

Readers are encouraged to provide feedback (please reference the specific Imperial Bulletin Number in your feedback message) as well as potential subjects for future Imperial Bulletins.

Marc W. Miller

GEnie: M.W.Miller

Mail: GDW, Attn: M W Miller, PO Box 1646, Bloomington, IL 61702-1646 USA

Also: Paragon Software, 600 Rugh St, Suite A, Greensburg, PA 15601

Imperial Bulletin 4

Traveller Novels

Traveller has long been the background for a variety of novels and novels-to-be. Its sweep and detail make it extremely easy for a writer to devote his efforts to characterization and plot while utilizing familiar situations and background.

Shawna McCarthy has been named editor for a series of Traveller novels set against the existing backgrounds of the Imperium and the Shattered Imperium. A major paperback publisher is backing the project.

The specific novels to be written are yet to be determined. Some will be new plots created by the authors themselves. Others will be novelizations of existing adventures already in print. Still others will be novelizations of concepts within the Traveller universe: the Ancients; the Fifth Frontier War; the Fugitive Assassin.

Production schedules dictate a long lead time for a project of this sort. We expect the first Traveller novel to be published in late 1991 or early 1992.

Readers are encouraged to provide feedback (please reference the specific Imperial Bulletin Number in your feedback message) as well as potential subjects for future Imperial Bulletins. **SPECIFICALLY:** What authors would you like to see write Traveller novels? Why?

Marc W. Miller

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